

Table of Contents

Preface	xi
Executive Summary	xiii
1. Introduction	1-1
1.1 Background	1-1
1.2 Purpose	1-1
1.3 Scope	1-2
1.4 Style Requirements	1-3
1.4.1 Assumptions Concerning the DII Environment	1-3
1.4.2 DII Requirements for Style Implementation	1-4
1.5 Compliance	1-5
1.5.1 Segment-Level Compliance	1-5
1.5.2 System-Level Compliance	1-6
1.5.3 Minimum Style Requirements for DII Compliance	1-6
1.5.4 Modifications to Style Specifications	1-7
1.6 Document Overview	1-7
1.7 Typographic Conventions	1-8
1.8 Source Documents	1-9
2. Input Devices	2-1
2.1 Pointing Device Input	2-1
2.1.1 The Pointer	2-1
2.1.2 Pointer Shapes	2-1
2.1.3 Pointing Device Buttons	2-3
2.2 Keyboard Input	2-3
2.2.1 Text Entry	2-3
2.2.2 Fixed Function Keys	2-4
2.2.3 Mnemonics	2-4
2.2.4 Shortcut Keys	2-5
2.2.5 Variable Function Keys	2-5
2.3 Alternative Input Devices	2-6
3. User-Computer Interaction	3-1
3.1 Input Focus	3-1
3.2 Navigation	3-1
3.2.1 Pointing Device Navigation	3-1
3.2.2 Keyboard Navigation	3-2
3.2.2.1 The Location Cursor	3-2
3.2.2.2 Navigation in Tab Groups	3-3
3.3 Selection	3-4
3.3.1 Pointing Device Selection	3-4
3.3.2 Keyboard Selection	3-5
3.4 Activation	3-6

3.5	Transfer	3-7
3.5.1	Drag Transfer	3-7
3.5.2	Clipboard Transfer	3-8
3.5.3	Primary and Quick Transfer (Motif Only)	3-8
3.6	Interactive Control	3-9
3.6.1	Object-Action Paradigm	3-9
3.6.2	User Control of Interaction	3-9
3.6.4	Immediate Feedback	3-9
3.6.4	Error Detection	3-10
3.6.5	Explicit Destruction	3-10
3.6.6	General Undo Capability	3-10
3.6.7	Use of Processing Modes	3-11
 4. Window Management		4-1
4.1	Window Decorations	4-1
4.1.1	Title Bar	4-3
4.1.2	Control Menu	4-3
4.1.3	Window Buttons	4-4
4.1.3.1	Maximize and Minimize Buttons (Motif Only)	4-4
4.1.3.2	Maximize, Minimize, Restore, What's This?, and Close Buttons (MS Windows Only)	4-4
4.1.4	Window Border and Sizing Grip	4-5
4.2	Window Families	4-5
4.2.1	Primary and Secondary Windows	4-5
4.2.2	Parent-Child Relationships	4-5
4.2.3	Window Mode	4-6
4.3	Minimized Windows	4-7
4.3.1	Window Icons (Motif Only)	4-7
4.3.2	Taskbar Buttons (MS Windows Only)	4-7
4.4	Window Management Considerations	4-8
4.4.1	Window Size	4-8
4.4.2	Window Location	4-8
 5. Menus		5-1
5.1	Pull-Down Menus	5-1
5.1.1	Appearance	5-1
5.1.2	Behavior	5-1
5.2	Pop-Up Menus	5-2
5.2.1	Appearance	5-2
5.2.2	Behavior	5-3
5.3	Submenus	5-4
5.3.1	Appearance	5-4
5.3.2	Behavior	5-4
5.4	Tear-Off Menus (Motif Only)	5-4
5.4.1	Appearance	5-4
5.4.2	Behavior	5-5

5.5	Menu Design Guidelines	5-6
5.5.1	Types of Menu Options	5-6
5.5.2	Format and Wording	5-7
5.5.3	Grouping into Menus and Submenus	5-8
5.5.4	Mnemonics and Shortcut Keys	5-9
6.	Controls	6-1
6.1	Push Buttons	6-1
6.1.1	Appearance	6-1
6.1.2	Behavior	6-2
6.2	Radio Buttons	6-2
6.2.1	Appearance	6-2
6.2.2	Behavior	6-3
6.3	Check Boxes	6-3
6.3.1	Appearance	6-3
6.3.2	Behavior	6-4
6.4	Scroll Bars	6-4
6.4.1	Appearance	6-4
6.4.2	Behavior	6-5
6.5	Split Boxes (MS Windows Only)	6-5
6.5.1	Appearance	6-5
6.5.2	Behavior	6-6
6.6	Sashes (Motif Only)	6-6
6.6.1	Appearance	6-6
6.6.2	Behavior	6-6
6.7	Tabbed Pages	6-7
6.7.1	Appearance	6-7
6.7.2	Behavior	6-8
6.8	Text Boxes	6-8
6.8.1	Appearance	6-8
6.8.2	Behavior	6-9
6.8.2.1	Assigning Focus to a Text Box	6-9
6.8.2.2	Text Entry and Editing	6-10
6.8.2.3	Error Checking and Correction	6-10
6.9	List Boxes	6-11
6.9.1	Appearance	6-11
6.9.2	Behavior	6-12
6.9.2.1	Navigation and Selection	6-12
6.9.2.2	Incremental and Speed Search	6-12
6.10	Drop-Down List Boxes	6-13
6.10.1	Appearance	6-13
6.10.2	Behavior	6-14
6.11	Combo Boxes	6-14
6.11.1	Appearance	6-14
6.11.2	Behavior	6-15
6.12	Drop-Down Combo Boxes	6-15

6.12.1	Appearance	6-15
6.12.2	Behavior	6-16
6.13	Spin Boxes	6-17
6.13.1	Appearance	6-17
6.13.2	Behavior	6-17
6.14	Option Menus (Motif Only)	6-18
6.14.1	Appearance	6-18
6.14.2	Behavior	6-18
6.15	Scales	6-18
6.15.1	Appearance	6-18
6.15.2	Behavior	6-19
7.	Application Design and Integration	7-1
7.1	Application Design	7-1
7.1.1	Basic Implementation	7-1
7.1.2	Variations in Implementation	7-2
7.1.2.1	Applications Composed of Nested Segments	7-2
7.1.2.2	Independent and Shared Access to Applications	7-3
7.1.2.3	MDI Applications (MS Windows Only)	7-4
7.1.2.4	Application Groups	7-5
7.2	Integrating Applications Within a System	7-5
7.2.1	Session Management	7-5
7.2.2	Availability of Applications on the Desktop	7-6
7.2.3	Style Management	7-6
8.0	Window Design	8-1
8.1	Primary Windows	8-1
8.1.1	Window Title	8-1
8.1.2	Menu Bar	8-2
8.1.3	Toolbar	8-4
8.1.4	Status Bar	8-5
8.2	Secondary Windows	8-5
8.2.1	Window Title	8-6
8.2.2	Control Area	8-6
8.2.2.1	Arrangement of Controls	8-6
8.2.2.2	Navigation Among Controls	8-9
8.2.3	Action Area	8-10
8.2.4	Expandable Dialog Windows	8-11
8.2.5	Text and Alerting in Message Windows	8-11
8.3	Considerations in Window Design	8-11
8.3.1	Selecting Interface Components to Match User Actions	8-12
8.3.2	Arranging Components by Importance and Scanning Order	8-12
8.3.3	Designing for Efficiency in Task Performance	8-13
8.3.4	Minimizing the Opportunity for User Error	8-13
9.	Common Secondary Windows	9-1

9.1	Dialog Windows	9-1
9.1.1	Properties Window	9-1
9.1.2	Open and Save As Windows	9-2
9.1.3	Print Window	9-3
9.1.4	Prompt Window	9-3
9.1.5	List-to-List Transfer Window	9-4
9.1.6	Selection Window (Motif Only)	9-5
9.1.7	Command Window (Motif Only)	9-5
9.2	Message Windows	9-6
9.2.1	Error Window (Motif Only)	9-6
9.2.2	Information Window (Motif Only)	9-6
9.2.3	Question Window (Motif Only)	9-7
9.2.4	Warning Window (Motif Only)	9-7
9.2.5	Working Window (Motif Only)	9-8
9.2.6	Information Window (MS Windows Only)	9-8
9.2.7	Warning Window (MS Windows Only)	9-9
9.2.8	Critical Window (MS Windows Only)	9-9
10.	Tactical Displays	10-1
10.1	Design of Map Windows	10-1
10.2	Displaying and Interacting With Map Information	10-2
10.2.1	Map Display and Manipulation	10-3
10.2.2	Interaction with Map Objects	10-4
10.2.3	Tactical Symbology and Graphics	10-5
10.2.4	Coding Tactical Information	10-5
11.	User Support Resources	11-1
11.1	Context-Sensitive Help	11-1
11.2	Window Help	11-1
11.3	Application Help	11-2
11.4	System Help	11-4
12.	Information Presentation	12-1
12.1	Text Information	12-1
12.1.1	Text Font, Size, and Style	12-1
12.1.2	Capitalization, Grammar, and Punctuation	12-1
12.1.3	Acronyms and Abbreviations	12-1
12.1.4	Formats for Date/Time and Latitude/Longitude	12-1
12.1.5	Wild Card Characters in Text Searches	12-2
12.1.6	Tabular Information	12-3
12.2	Graphical Information	12-3
12.2.1	Line Graphs and Surface Charts	12-3
12.2.2	Bar Charts	12-4
12.2.3	Flow Charts	12-5
12.2.4	Pie Charts	12-6
12.2.5	Graphic Schedules	12-7

12.3	Information Coding	12-8
12.3.1	Color	12-8
12.3.2	Flash	12-10
12.3.3	Reverse Video	12-10
12.3.4	Size and Shape	12-10
12.3.5	Sound	12-10
12.3.6	Typography	12-10
12.4	Dynamic Information	12-11
13.	Page Design in Web Applications	13-1
13.1	Browser Capabilities in a Web Environment	13-1
13.2	Web Application Design	13-2
13.3	Web Page Design	13-3
13.3.1	Elements of a Web Page	13-3
13.3.3.1	Page Title	13-4
13.3.3.2	Page Header	13-4
13.3.3.3	Page Body	13-4
13.3.3.4	Page Footer	13-6
13.3.2	Navigation	13-7
13.3.2.1	Hyperlinks	13-7
13.3.2.2	Navigation Bar	13-7
13.3.2.3	Page Path	13-8
13.3.3	Design of Documents	13-8
13.3.3.1	Page Design	13-8
13.3.3.2	Navigation	13-9
13.3.4	Considerations in Page Design and Organization	13-10
13.3.4.1	Information Accessibility	13-10
13.3.4.2	Information Consistency	13-10
13.3.4.3	Information Labeling	13-11
13.3.4.4	Information Updating and Maintenance	13-11
14.	Information Presentation in Web Applications	14-1
14.1	Text Information	14-1
14.1.1	Font Style, Size, and Color	14-1
14.1.2	Grammar and Wording	14-1
14.1.3	Headings, Alignment, and Spacing	14-2
14.1.4	Lists	14-2
14.1.5	Tables	14-3
14.2	Images, Graphics, and Multimedia	14-3
14.2.1	Inline and External Images	14-3
14.2.2	Image Maps	14-4
14.2.3	Background Images	14-5
14.2.4	Animation, Video, and Sound	14-5
14.2.5	Helper Applications and Plug-Ins	14-6
14.2.6	Frames	14-6
14.3	Interactive Capabilities	14-8

14.3.1	Forms	14-8
14.3.1.1	Push Buttons	14-8
14.3.1.2	Radio Buttons	14-8
14.3.1.3	Check Boxes	14-9
14.3.1.4	Text Boxes	14-9
14.3.1.5	Text Areas	14-9
14.3.1.6	List Boxes and Drop-Down List Boxes	14-9
14.3.1.7	Arrangement of Components	14-10
14.3.2	Java Applets	14-10
15. User Interface Internationalization		15-1
15.1	Operating With Extended Character Sets	15-1
15.1.1	Character Rendering in Non-US Languages	15-1
15.1.2	Structural Rules for Character Handling	15-2
15.2	Text Translation	15-3
15.2.1	Creating Internationalized English Text	15-3
15.2.2	Translating Text and Messages	15-4
15.2.3	Translating Documentation	15-5
15.3	Text Input Methods	15-5
15.3.1	Keyboards and Keyboard Input	15-5
15.3.2	Approaches to Text Entry	15-6
15.3.3	Other Text Entry Actions	15-8
15.4	Internationalizing User Interface Features	15-8
15.4.1	Text Expansion	15-8
15.4.2	Nonlinguistic Text Features	15-10
15.4.3	Data Formats	15-11
15.4.4	Graphics	15-13
15.4.5	Keyboard Interaction	15-14
15.4.6	Text Manipulation	15-14
15.4.7	Adjustments for Bidirectional Languages	15-16
15.4.8	Printing	15-16
Appendix A: Keyboard Functions in Motif and MS Windows		A-1
Appendix B: Mapping of Keys to DII Keyboards		B-1
Appendix C: Action Vocabulary		C-1
Appendix D: Action Graphics		D-1
Appendix E: Developer Notes		E-1
E.1	Classification Banner	E-1
E.2	Default CDE Color Palette and Font	E-1
E.3	Application Icons in CDE	E-2
E.4	Default CDE Style Configuration	E-2
E.5	Default MS Windows Color Palette and Font	E-3

E.6 Application Icons in MS Windows	E-4
E.7 Default MS Windows Style Configuration	E-4
Appendix F: Acronyms and Abbreviations	F-1
Appendix G: Motif and MS Windows Terminology	G-1
Appendix H. Glossary	H-1
Appendix I. Style Requirements for DII Compliance	I-1
Index	J-1

List of Tables

Table 3-1. Pointing device selection methods in Motif and MS Windows	3-5
Table 3-2. Keyboard selection methods in Motif and MS Windows	3-6
Table 4-1. Window decorations and Control menu contents in primary, dialog, and message windows	4-2
Table 15-1. Allowances for text expansion	15-9
Table E-1. Color names and RGB values for the classification banner	E-1
Table E-2. Color names and RGB values for CDE display elements in the default DII color palette	E-1
Table E-3. Minimum required icon set for Motif applications	E-2
Table E-4. Size and color names for MS Windows display elements in the default DII color palette	E-3

List of Figures

Figure 2-1. Common pointer shapes in Motif and MS Windows	2-2
Figure 2-2. Example mnemonics and shortcut keys in MS Windows	2-4
Figure 2-3. Example soft keys in a window	2-6
Figure 3-1. Location cursors in Motif	3-3
Figure 3-2. Location cursors in MS Windows	3-3
Figure 4-1. Standard window decorations in Motif and MS Windows	4-1
Figure 4-2. Interaction restrictions in modeless and modal windows	4-6
Figure 4-3. Example window icon in Motif	4-7
Figure 4-4. Example taskbar buttons in MS Windows	4-8

Figure 5-1. Example pull-down menu in MS Windows	5-1
Figure 5-2. Example pop-up menu in Motif	5-2
Figure 5-3. Example submenu in Motif	5-4
Figure 5-4. Example tear-off menu in Motif	5-5
Figure 5-5. Example menu window in Motif	5-5
Figure 5-6. Example of menu option types in Motif	5-6
Figure 5-7. Example of an unavailable menu option in Motif	5-7
Figure 5-8. Organization of options in submenus	5-9
Figure 6-1. Example push buttons with text labels, graphic labels, or both	6-1
Figure 6-2. Example menu button in Motif	6-2
Figure 6-3. Example radio button group in MS Windows	6-3
Figure 6-4. Example check button group in Motif	6-4
Figure 6-5. Components of a scroll bar in MS Windows	6-5
Figure 6-6. Example sash in Motif	6-6
Figure 6-7. Example tabbed pages in MS Windows	6-7
Figure 6-8. Example text box and label in MS Windows	6-8
Figure 6-9. Example text box labels providing format cues	6-9
Figure 6-10. Example list box in Motif	6-11
Figure 6-11. Example list and text box used in an incremental search in Motif	6-13
Figure 6-12. Example drop-down list box in Motif	6-14
Figure 6-13. Example combo box in Motif	6-15
Figure 6-14. Example drop-down combo box in MS Windows	6-16
Figure 6-15. Example spin box in Motif	6-17
Figure 6-16. Example option menu in Motif	6-18
Figure 6-17. Example scale in Motif	6-19
Figure 6-18. Example gauge in Motif	6-19
Figure 7-1. Basic implementation of an application	7-1
Figure 7-2. Nested implementation of an application	7-2
Figure 7-3. Options for accessing child segments in an application	7-3
Figure 7-4. Providing independent or shared access to a support application	7-4
Figure 8-1. Example primary window in MS Windows	8-1
Figure 8-2. Example secondary window in Motif	8-6
Figure 8-3. Example group boxes in Motif	8-7
Figure 8-4. Correct and incorrect alignment of labels and text boxes	8-8
Figure 8-5. Example push button placement in MS Windows	8-10
Figure 9-1. Example Properties window in MS Windows	9-1
Figure 9-2. Example Open window in Motif	9-2
Figure 9-3. Example Print window in Motif	9-3
Figure 9-4. Example Prompt window in Motif	9-4
Figure 9-5. Example List-to-List Transfer window in Motif	9-4
Figure 9-6. Example Selection window in Motif	9-5
Figure 9-7. Example Command window in Motif	9-6

Figure 9-8. Example Error window in Motif	9-6
Figure 9-9. Example Information window in Motif	9-7
Figure 9-10. Example Question window in Motif	9-7
Figure 9-11. Example Warning window in Motif	9-8
Figure 9-12. Example Working window in Motif	9-8
Figure 9-13. Example Information window in MS Windows	9-9
Figure 9-14. Example Warning window in MS Windows	9-9
Figure 9-15. Example Critical window in MS Windows	9-10
Figure 10-1. Example map windows	10-1
Figure 10-2. Representation of the map information space	10-2
Figure 11-1. Example help window in Motif	11-2
Figure 12-1. Example line graph	12-4
Figure 12-2. Example bar chart	12-5
Figure 12-3. Example of labeling decision points in a flow chart	12-6
Figure 12-4. Example pie chart	12-7
Figure 12-5. Example graphical schedule	12-7
Figure 13-1. Components of a browser window	13-1
Figure 13-2. Example Web application structure	13-2
Figure 13-3. Elements of a Web page	13-4
Figure 13-4. Example navigation page	13-5
Figure 13-5. Example index page	13-6
Figure 13-6. Page format in a document	13-9
Figure 14-1. Examples of frame placement	14-7